President's Message

Since it's summer, let's be frivolous. Put aside your spread sheets, data bases, and other ponderous projects. Join us this month for what we all bought our Ataris for in the first place: GAMES!! Be there to sample the fantasy worlds of detective sleuthing, golf mania, aeronautic simulation, and the real nitty gritty of video games. Bring the whole family to this one. We promise something for everyone.   Don't forget that this meeting will be our last at Guarantee Savings. Back to the search for the perfect meeting place -- large enough to accommodate the teeming hordes of Atari enthusiasts while being, at the same time, dirt cheap. Negotiations e under way for the convention center.

Speaking of teeming hordes of Atari enthusiasts -- we need you! How about some of you who are particularly interested in certain areas of computing forming ad hoc sigs (special interest groups) and sharing your findings with the group as a whole? Sign up sheets will be available at the next meeting. Just let me know when you have a topic ready, and we will most enthusiastically write you into the agenda.
See you July 30th at 7:30!

Frank Fleisig

From the Editor's Desk:

Almost time for another meeting and once again I am out looking for some interesting articles for our newsletter. Seems like every month around this time it comes down to catch as catch can for newsletter stuff. I am sure that somewhere out there in this great ST community of ours there exist some enterprising individuals that would like a chance to write about their favorite computer.

If you use your computer at all then you must have ome experiences that you can share with rest of us. It esn't matter if you use your ST for business or fun and

games, telecomunications or desktop publishing. You have some information that may be invaluable for someone who may be just starting out with their ST.

So how about it? I want this group and this newsletter to be the best that we can make it and I think most of us feel the same way. If you need some suggestions for articles than get in touch with me and I will give you plenty. Maybe we could even start a newsletter SIG and get together during the month to set up specific duties and columns and whatever else we decide upon. This is a group project and the more people that get involved the better the finished product will be.

So get in touch with me at the next meeting and we'll get rolling for August!

Greg Pyles

NEXT MEETING

Thursday July 30

7:30 P.M.

Guarantee Savings

corner of

Blackstone and Ashlan

ST CLUB OFFICERS

The Fresno ST Users Group is an independent, non-profit club with no connections with Atari, Inc. Membership dues are $24 a year. Membership includes access to the public domain disk library, a subscription to the monthly newsletter, free use of the club book library, free access to the club BBS, and classes when held. Permission to reprint articles in any non-commercial publication is permitted without written authorization, provided that proper credit is given to the Fresno ST Users Group and the author. Opinions expressed within this newsletter do not neccesarily represent the views of the Fresno ST Users Group.

ADVERTISING RATES

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P.O. Box 3708
Pinedale, Ca. 93650

By the second Saturday of the month

ST BUSINESS REVIEW

St Business is a new magazine for the Atari ST, appearing bimonthly and featuring articles related to business computing. Subscriptions are $25 a year, available through Don and Carole Terp (the editors and publishers), 5140 Appletree Drive, Roanoke VA 24019 - phone (703)342-9599.

The magazine is quite appealing visually, with a full color photograph on the cover and typeset text inside. The design of the body of the magazine is simple and clean, with occasional use of halftoned photograhs and color highlighting of text, and the entire magazine is printed on chrome coat stock. Overall, the production quality of the magazine is first class.

As befits a magazine with the word "business" in its' title, the focus of the editorial content in on business. In the December '86/January '87 issue, there are feature articles on Atari's stock offering, their plans for selling to the Fortune 1000, Comdex Fall '86, the San Jose Atarifest, and a brief description of the forth-coming MegaST's. There is also a review of Abacus Datatrieve, an article on ninterruptible power supplies, and a report on Atari user group activities, as well as several articles on business management, such as owning a small business, managing personnel, and handling credit accounts. Right now, ST Business is still developing. It is well produced and well printed, but as a magazine devoted to the use of Atari ST computers in business, the magazine needs to provide more coverage of the ST's business applications. ST Business has, in time, the potential to fill a need for information for the business user of the ST the other Atari magazines are ignoring, but currently, it is still a bit light in that area.   - Garry Jones

Compuserve: 72030,273
Genie: GXRAY

BBS PHONE 292-1777

ATARI NEWS UPDATE

The **Mega ST** and the **SX212 modem** are at the last step before arriving. We have received pre-production samples. These are the first units off the line with all the same components, packaging, and production techniques as the real thing. We get a small number of these to test and make sure there are no last-minute glitches. When we give the go-ahead, the next step is real production. The **Atari PC** is looking likely for later this Summer. The **SLM804 Laser Printer** is waiting on one final component also, as well as the final version of the software drivers that support it.

New software from Atari includes the first titles in the **Arrakis Advantage** series of middle-school-level educational programs. There will be 17 in total, of which 4 have hit the stores already and the rest are in various stages of finalization.

The blitter chip is working and is in the pre-production Mega ST's mentioned above. The **AMY** chip is still in development, and may still see the light of day -- some day. AMY is a stubborn beast. Speaking of stubborn, **Microsoft Write** is also still in development. Nearly finished now, too, although a few small bugs remain to be expunged.

SHOW NEWS: Atari made history by becoming the first computer manufacturer to exhibit at NAMM, the National Association of Music Merchants show in Chicago. The ST was present throughout the show in virtually every booth where there were MIDI instruments. Atari sales people at the show were beseiged by music dealers eager to sign up as Atari dealers. By the time this 4-day event was over, there were literally hundreds of dealer applications waiting to be approved.

Before NAMM, Atari had 50 music stores as dealers -- it looks like there will be 250 when the new dealers are selected. In other news from NAMM, Keyboard magazine announced the results of its latest reader survey. The Atari ST computer has rocketed into the #1 slot in the vital "Intent-to-buy" category ahead of perennial leader Macintosh! The word in Atari HQ is "Today MIDI -- tomorrow, Desktop Publishing!"

MIKEY'S COLUMN

Game Review: Hardball!
Acolade Software
$39.95

Welcome to the most realistic baseball simulation ever designed. Whether you're up at the plate, or out in left field (Like some people I know.. Haha), you'll absolutely love Hardball! I used to play it on my Commodore 64, and loved it. Well, the ST version is no exception. You can play against a friend (if you have two joysticks), or against the computer (with the mouse or joystick). Since I only have one joystick, I had to play the computer.

There are four screens: The Manager's Screen, The Pitcher/Batter Screen, Left Field, and Right field. The game starts off at the Manager's Screen. This screen shows the selected line-up of both teams, with all of the player's statistics.   Below each team's roster will be the Manager's menu, from which you can select from. This menu will be different, depending on which side you're on (Offense or Defense).   Play begins with the Pitcher's screen, which consists of the pitcher, batter, and umpire. Depending on what you selected at the Manager's Menu, you will be up at bat or in the out field.

Well since most of you (I hope) already know how to play baseball, I wont go any farther.. So, as a closing, I will just say that this is a cool game! If you ever get a chance to play it then go for it! (It's at Tasco) Mikey like's it!

Mike King

ST REPLAY
Michtron $149.95

Now that the ST computer has been around for almost two year (I purchased my first 520 in August 1985) it seems that finally many new and exciting pieces of hardware and software are starting to appear. My most recent hardware acquisition is the ST Replay sound digitizer from Micro Deal (distributed by Michtron).

This is my first experience with a sound digitizer for any computer so I'm not really sure what I expected. I can tell you this though, I am really impressed with this product! St Replay is a cartridge that you insert into your ST and then attach to an input device with a standard RCA type jack. (not included) I have tried it with a cassette recorder to record special sound effects and also with my CD player to see how well it works with music. Both input sources worked fine but the CD player obviously produced better results.

Included with the digitizer is the Replay program that controls the entire digital sampling process. This program is very easy to use and gives quit allot of power. You can sample the input at anyone of six different frequencies ranging from 5 to 31 Khz. The entire memory of you ST is available for storing data and you can edit this data in several ways. First you can cut out some of the sounds you don't like and then paste in new sounds as you record them or load new sounds that you have saved to disk. You also can fade-in or fade-out the sound so that it doesn't just blast on and the cut off to abruptly.
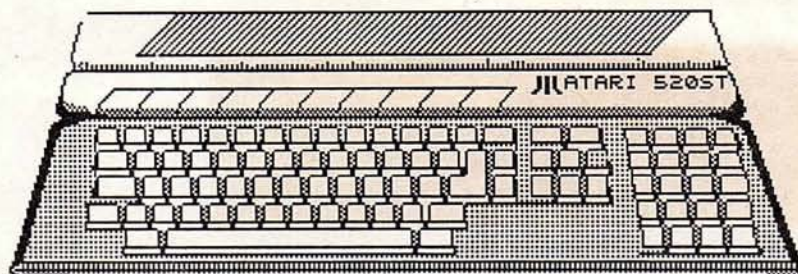
One of the really nice features is the ability to listen to the sounds as they are being recorded so that you can cut the recording when you want. You can play with the sound allot be playing them back at different frequencies that they were recorded at for some very interesting effects. When you are finished you can save you data down to disk and then play them for your friends later. You do not need the cartridge to play back the sounds you have recorded. You can play them back through the speaker on your monitor, or you can play them out through you stereo if you have the cartridge installed.

One of the main features as far as I am concerned is that you can incorporate the sounds you have recorded into your own programs using machine language subroutines supplied on the disk. I am sure we will be seeing quit a few new games using specialized sound effects now that systems like this are available.

Overall I consider ST Replay to be worth the investment. One of the things Michtron might want to do is to dress up the cartridge a little. I mean it should look like it cost $150! But the real test of a sound digitizer is the sound it outputs and ST Replay really shines there.   If we have time at the next meeting I will try and give a brief demonstration.

Greg Pyles

Broderbund is jumping into the ST marketplace with **Art Director** and **Film Director**, a DEGAS-quality paint program that will be packaged together with an animation module for $79.95. This software, originally designed by the Hungarians who did ST Battlezone, is expected to ship in August. Features include: rescale, stretch, distort, bend, bulge, spin, perspective, scroll and spin. Not quite as far along is the ST version of Broderbund's all-time bestseller, **Print Shop**. It is due this fall at $49.95 and will be similar to the sophisticated Macintosh version. Also coming from Broderbund this fall is the **ST Karateka** at $34.95.

Timeworks Desktop Publisher this fall will join the company's ST word processor, spreadsheet and database software. **Spitfire 1940** is an ST flight combat game coming from Avalon Hill this summer. We also picked up an 8-bit review copy of their Guderian wargame. And back at the bustling Atari booth, we got a look at **Bentley Bear Goes To School** -- a new ST educational series programmed in Israel and featuring the lovable bruin from the Crystal Castle arcade game. Four titles for grades K-6 are to be marketed within 30 days and there will eventually be some 20 in the series. The animation in each title such as Magical Mathematics is of very high quality and the packages will sell for $19.95 a piece.

OTHER NEWS   This year Atari vice president Leonard Tramiel revealed that a 16-bit graphics workstation is in a fairly advanced stage of development. This would be compatible with the ST but much more powerful. He said that any 32-bit multitasking computer would need to run Unix, but it was a problem deciding which competing version of Unix would be best. Marketing communications director Neil Harris stated that **ST Word Perfect**, due in July, runs five times faster than the bestselling IBM version. Harris explained that Atari's top priority at this particular CES was to revitalize the 8-bit line by packaging a redesigned 65XE as a high-end game system, in direct competition with Nintendo and Sega. That's why the Mega ST and the Atari Laser Printer were not displayed this time. According to Harris, the XE Game System was receiving an enthusiastic early response from mass-market purchasing agents.

The New Word Processor -

Word Writer 2.0
Timeworks
$79.95

Do you remember how I recently praised the First Word word processor? What's the one about speaking so soon? Murphy got busy immediately with his law and got Timeworks to come out with one that's even better.

The second edition Word Writer is a sort of a super-First Word. It has all the advantages of First Word with fewer of its frustrations. Now you can take full advantage of the GEM attributes such as windows and the mouse by printing any time you want, whether the file is presently loaded or not. You can also print a document without saving it first.

The new Word Writer 2.0 has a bunch of goodies that rank it at the top of my usefulness index. Now, not only am I absolved from thinking of just the right word in the right place, I don't even have to be able to spell it! Yup, it has a thesaurus and a spellchecker to which you can add your own personal dictionary. (There are some things you really can't expect an innocent young Atari to know unless you teach it.)

In this package is also included a form letter. Now you can send the same letter to everyone by using the information from you database program and merging with your letter.

Timeworks new version of Word Writer is able to do just about anything you would want of a word processor in a clear, usable format and in a price range that shouldn't slaughter this month's budget too badly.

Frank Fleisig

LIBRARY NOTES

The group has created a book library for the use of our members. These books will be available to be checked out at the meetings or they can be picked up at the Software Review (that's where I work). You can only keep the books for a week at a time in order to give everyone a chance to see them. There is no charge for the use of the books so be sure to check it out at the next meeting.

The Disk of the Month is no longer available at the store! Mark Munoz is the new Disk Librarian and will make arrangements to have the old disks at the meetings for copying. If you have any questions about the back copies of the Disk of the Month call Mark at 225-0389.

UPCOMMING EVENTS

Next User Group Meeting
Thursday July 30, 1987

Southern Callifornia Atari Show
September 19 - 20, 1987
Glendale, Ca.

August Fresno ST Usres Group Meeting
August 27, 1987 7:30 PM